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THE OFFICIAL STAR TREK[®] FACT FILES 222



Tinker, Tailor, Cardassian Spy
Complete index to plain, simple Garak

Intent on revenge
Qatai hunts his demons

Lt. Galloway
Landing party stalwart



Deploying Biogenic weapons
Infection and disaster on a global scale



A-Z of Ambassadors
Bringing peace to the Galaxy



MR. TASH HEADS FOR HOME
Profiling the creator of the Subspace Catapult

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



CONTENTS: PART 222

The Guide to the STAR TREK Galaxy

The Time Travel Index
The GARAK Index
Ambassadors (Part 3)
Ambassadors (Part 4)

FEDERATION STARFLEET

MIRANDA-Class Vessels: Fleet Listing

Non-FEDERATION Starships

IMPOSTOR SHIP: Bridge

Personnel Files

LT. GALLOWAY
MR. TASH
QATAI

Equipment & Technology

Biogenic Weapons
Future STARFLEET Uniforms

Starship Log

STAR TREK VI: THE UNDISCOVERED COUNTRY
– Index (Part 1)

A-Z Access Point Update

New Alphabetical Entries and Updates

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The DOMINION Index
The COCHRANE Index
The HORTA
The DINAAL

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:
Deck-by-Deck – Part 1
U.S.S. VOYAGER NCC-74656: Tactical Station

NON-FEDERATION STARSHIPS

Ships of the SON'A

Personnel Files

JULIAN BASHIR and Romance
YAREENA and LUTAN
MIRI

EQUIPMENT & TECHNOLOGY

GENETRONIC REPLICATOR

Starship Log

STAR TREK VI: THE UNDISCOVERED COUNTRY
– Index (Part 2)

A-Z Access Point

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 83

THE GARAK INDEX

For many years, Elim Garak appears to lead a seemingly innocuous life as a tailor aboard the station *Deep Space Nine*. His past, however, reveals a broad tapestry of experiences during his time spent as an agent of the Obsidian Order.

THE GARAK FILES

SECTION 1: GUIDE TO THE STAR TREK GALAXY

13 THE CARDASSIAN UNION

13 3 THE OBSIDIAN ORDER

SECTION 4: PERSONNEL FILES

50 1 GUL DUKAT

50 2 GARAK: A SIMPLE TAILOR

50 4 TORA ZIYAL

SECTION 5: EQUIPMENT AND TECHNOLOGY

60 8 ANTI-CHANGELING DEVICES

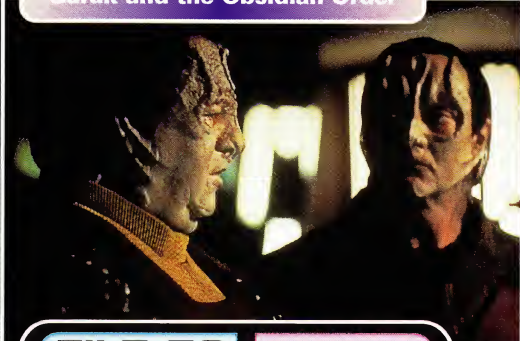
60 12 CARDASSIAN WEAPONS

63 12 DOMINION HEADSET VIEWER

SECTION 6: STARSHIP LOGS

70 STAR TREK: DEEP SPACE NINE

Garak and the Obsidian Order



FILE 50 CARD 2A

Enabran Tain

Enabran Tain is the former head of the **Obsidian Order**. It is a closely guarded secret that he is also **Garak's father**.

FILE 50 CARD 6

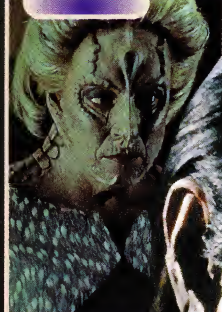
Dr. Bashir and Garak



Garak strikes up an unlikely friendship with **Julian Bashir** soon after the young doctor arrives on *Deep Space Nine*.

FILE 43 CARD 48F

Mila



Mila was **Garak's** housekeeper during his youth on **Cardassia**.

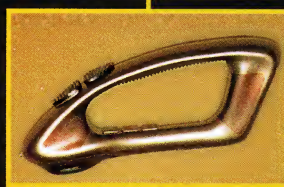
Tora Ziyal forms a unique attachment to **Garak** during her time on *Deep Space Nine*.



Tora Ziyal

FILE 50 CARD 4

A tool of a Tailor's trade



Garak has adapted to life as a tailor incredibly well, and his skills are quite exquisite. He is able to tailor garments in a myriad of different styles.

Garak: A Simple Tailor



"Oh, it's just Garak. Plain, simple. . . ." — Garak to Bashir

A degree of animosity exists between **Garak** and the former **Cardassian Prefect of Bajor**, **Gul Dukat**.

Gul Dukat



FILE 50 CARD 1

Cardassian Weapons



Garak's Obsidian Order training has left him well-versed in the operation of a variety of weapons. He often bears a **disruptor pistol**, and is not afraid to use it.

FILE 60 CARD 12



Garak and the Federation

Garak operates a **Cardassian**-designed quantum stasis field that prevents the **Founders** from changing shape during a **Tal Shiar-Obsidian Order** mission to the **Gamma Quadrant**.



Garak allies himself with the **Federation** during the **Dominion war**. Unlike his fellow **Cardassians**, he realizes that **Dominion** rule of the **Alpha Quadrant** would be disastrous.

FILE 50 CARD 28

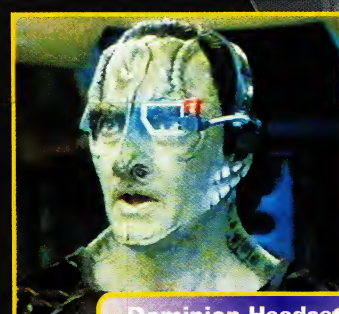


Anti-Changeling Devices



Garak is willing to expose **Odo** to the **Cardassian** quantum stasis field in an effort to prove his loyalties to **Enabran Tain**.

FILE 60 CARD 8



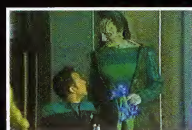
Dominion Headset Viewers

Garak's Cardassian physiology allows him to receive visual information aboard a stolen **Jem'Hadar Attack Ship** via a headset viewer.

FILE 63 CARD 12



GARAK STARSHIP LOG: Key episodes



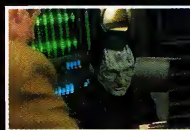
'Past Prologue'
FILE 70
CARD 3



'Profit and Loss'
FILE 70
CARD 36



'The Wire'
FILE 70
CARD 39



'Improbable Cause'
FILE 70
CARD 61



'The Die is Cast'
FILE 70
CARD 62



'Our Man Bashir'
FILE 70
CARD 76



'Broken Link'
FILE 70
CARD 92



'Things Past'
FILE 70
CARD 100



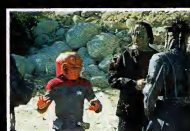
'In Purgatory's Shadow'
FILE 70
CARD 106



'By Inferno's Light'
FILE 70
CARD 107



'A Time to Stand'
FILE 70
CARD 119



'Rocks and Shoals'
FILE 70
CARD 120



'In the Pale Moonlight'
FILE 70
CARD 137



'Afterimage'
FILE 70
CARD 147



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FILE 7 CARD 18B



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AMBASSADORS

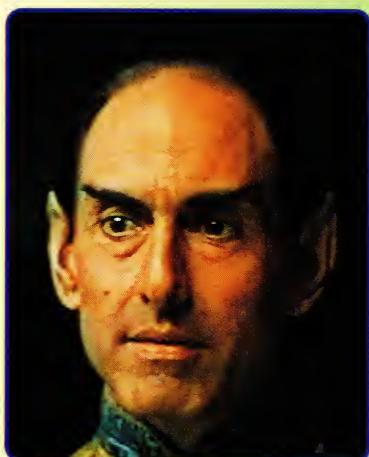
NANCLUS

Nanclus is a **Romulan** Ambassador who is part of the conspiracy to hinder **Chancellor Gorkon's** peace process, along with **Starfleet Admiral Cartwright** and **Klingon General Chang**.

POSTING: ROMULAN
AMBASSADOR

STARSHIP LOG: STAR TREK VI:
THE UNDISCOVERED COUNTRY

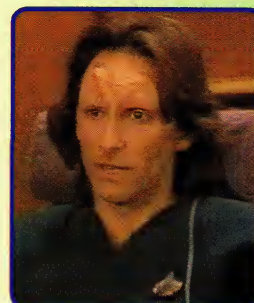
▶ *The wily Romulan agent Nanclus is part of a plot to hinder the fledgling Klingon-Federation peace process.*



ODAN

Odan is a highly respected **Federation** ambassador and mediator. In 2367, he is asked to mediate a dispute between the **Alpha** and **Beta** moons of **Pelias Zel**, where he had once before successfully negotiated a peace treaty. Unfortunately, **Ambassador Odan** is injured en route to the conference, and it becomes apparent that he is a **Trill**, a member of a joined species. Odan is actually the symbiont and is unharmed, but his humanoid host is fatally injured. **Commander William Riker** volunteers to serve as host to Odan long enough for the ambassador to mediate the peace talks. Following the negotiations, Odan is successfully joined with a new female host, and returned to the Trill homeworld.

POSTING: FEDERATION AMBASSADOR
STARSHIP LOG: 'THE HOST' (TNG)



▶ *Ambassador Odan is the Trill mediator who works on the Pelias Zel dual moon dispute.*

PETRI

Ambassador **Petri** is assigned the task of escorting **Elaan of Elas** to **Troyius** for her marital union to the leader of the planet Troyius. The two worlds have been at war for many years and it is hoped that the marriage will stabilize the two warring communities. Petri is also to teach Elaan civilized manners – something to which she violently objects, resulting in her stabbing Petri.

POSTING: TROYIAN AMBASSADOR
STARSHIP LOG: 'ELAAN OF TROYIUS' (TOS)



▶ *Troyian ambassador Petri found the task of escorting Elaan of Elas to his home planet highly aggravating.*

SHARAT

Ambassador **Sharat** is the **Kellerun** representative who, in 2370, helps negotiate the end of the war between his race and the **T'Lani**. Sharat collaborates with **Ambassador E'Tyshra**, the T'Lani representative, in order to destroy all information of the **harvester** technology. He intends to terminate anyone who has knowledge of its manufacture, including **Deep Space Nine** personnel **Dr. Bashir** and **Chief O'Brien**, so that the weapon of mass destruction can never be recreated.

▶ *After bringing peace to his race, Ambassador Sharat of the Kellerun take very drastic actions to make sure that the deadly biogenic weaponry was never used again.*

POSTING: KELLERUN AMBASSADOR
STARSHIP LOG: 'ARMAGEDDON GAME' (DS9)

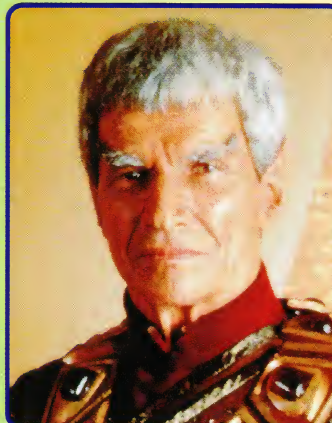


SAREK

Ambassador **Sarek** is the representative of the **Vulcan** people to the **United Federation of Planets**, and father to **Spock**. Sarek has a long and colorful career, which includes the treaty of **Alpha Cygnus IX**, the **Coridan** admission to the Federation, and, most importantly, the alliance between the Federation and the **Klingon Empire**. Ambassador Sarek also helps to lay the groundwork for the historic **Khitomer Peace Accords** between the Federation and the Klingon Empire. At the age of 202, Sarek concludes negotiations on an historic treaty with the **Legarans**. Sarek has been working on this accord for 93 years, and it is to be the final triumph of his career.

As he completes the treaty, however, Sarek is found to be suffering from the degenerative **Bendii Syndrome**, from which he eventually dies in 2368.

▶ *Sarek was a highly successful ambassador for the Vulcan people.*



▶ *Noted ambassador Sarek was responsible for some of the most successful peace treaties.*

POSTING: VULCAN AMBASSADOR
STARSHIP LOG: FIRST SEEN:
'JOURNEY TO BABEL' (TOS)





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FILE 7

CARD 18B

AMBASSADORS



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SHRAS

Shras is the blue-skinned ambassador who attends the historic **Babel Conference**. He denies all knowledge of a plot to kill fellow ambassador **Gav**, despite Shras's subordinate **Thelev** being directly linked to the murder.



⚠ *Shras claims to be completely unaware that his assistant, Thelev, is actually a murderous Orion agent in disguise.*

POSTING: ANDORAN AMBASSADOR
STARSHIP LOG: 'JOURNEY TO BABEL' (TOS)

ST. JOHN TALBOT

Talbot is the Federation's diplomatic representative on the ironically named **Paradise City**, a failed center of diplomacy and commerce on **Nimbus III**.

POSTING: FEDERATION AMBASSADOR
STARSHIP LOG: STAR TREK V: THE FINAL FRONTIER

⚠ *St. John Talbot was a rather jaded ambassador posted to the Nimbus III settlement.*



TAXCO

Female **Arbazan** ambassador sent from the Federation council to **Deep Space Nine** on a fact-finding mission. The Arbazans are reputedly sexually repressed, and this is supported by Taxco's revulsion at **Dr. Bashir's** suggestion that she and her colleagues should visit the **holodeck**.

POSTING: FEDERATION AMBASSADOR
STARSHIP LOG: 'THE FORSAKEN' (TNG)



⚠ *Ambassador Taxco's life is put in danger during a visit to DEEP SPACE NINE.*

TOMIN

An ambassador for the **Kadi** monks, **Tomin** visited the **U.S.S. Voyager NCC-74656** on a diplomatic mission to see whether **Voyager's** crew are worthy as trading partners. The Kadi monks are noted for their strict dietary and philosophical outlook, demanding bland food and little excitement. Tomin unfortunately betrayed his heritage, taking advantage of **Voyager's** replicators to sample great quantities of food and alcohol.

POSTING: KADI AMBASSADOR
STARSHIP LOG: 'SOMEONE TO WATCH OVER ME' (VOY)

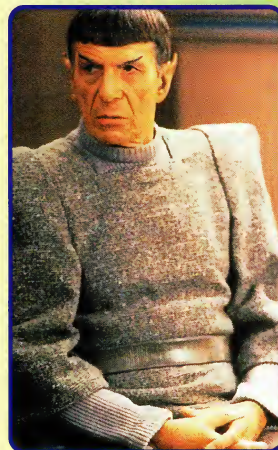


⚠ *The normally staid monk Tomin takes advantage of U.S.S. VOYAGER's hospitality.*

SPOCK

Formerly the science officer aboard the **U.S.S. Enterprise NCC-1701**, **Spock** gains his ambassadorial title in 2293. Spock serves as **Federation** special envoy to the **Klingon** government, paving the way for the **Khitomer Peace Accords**. In 2368, Spock secretly travels to **Romulus**, on a personal mission to further the cause of **Romulan-Vulcan** reunification. His sudden disappearance causes great consternation among the Federation authorities, and the **U.S.S. Enterprise NCC-1701-D** is dispatched to determine his whereabouts. Spock chooses to remain underground on **Romulus** in hope of furthering the cause of cultural reunification.

POSTING: FEDERATION AMBASSADOR
STARSHIP LOG: 'UNIFICATION' PARTS I & II (TNG)



⚠ *Spock's current ideal is the Vulcan and Romulan reunification.*

T'PEL

T'Pel is the fake identity assumed by **Romulan Subcommander Selok** on an undercover mission to the **Federation**. As T'Pel, Selok poses as the **Vulcan** ambassador who is renowned as one of the Federation's most honored diplomats. In 2367, T'Pel is transported to the **Romulan Neutral Zone** aboard the **U.S.S. Enterprise NCC-1701-D** as part of a supposed **Romulan** peace treaty initiative. T'Pel is apparently killed in a **transporter** accident while beaming over to the **Romulan Warbird Devoras**, but it is later learned that her death was staged in order to cover her return to the **Romulan Star Empire**.

⚠ *Romulan agent Selok is disguised as the Vulcan ambassador T'Pel to gain information for her people.*

POSTING: VULCAN AMBASSADOR
STARSHIP LOG: 'DATA'S DAY' (TNG)



LWAXANA TROI



⚠ *Ambassador Troi is charming and free spirited.*

POSTING: BETAZOID AMBASSADOR STARSHIP LOG: [FIRST SEEN] 'HAVEN' (TNG)

Lwaxana Troi is an ambassador for the government of **Betazed**, and mother to **Starfleet's** Counselor **Deanna Troi**. In 2365, Lwaxana Troi becomes a full ambassador of **Betazed**, and represents her government at the **Pacifica Conference**. A year later, she is kidnapped by **DaiMon Tog**, who seeks to use the ambassador's empathic and telepathic abilities for his own personal gain. Luckily, she is later rescued by the crew of the **U.S.S. Enterprise NCC-1701-D**. In 2371, Lwaxana Troi pays an official visit to **Deep Space Nine** as the **Betazoid** representative to the **Bajoran Gratitude Festival**.



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FILE 7 CARD 18C



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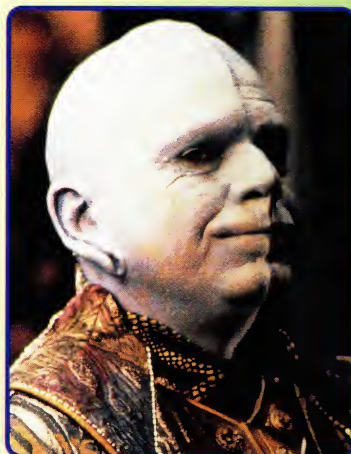
AMBASSADORS

VADOSIA

Ambassador Vadosia is a visiting diplomat to **Deep Space Nine**, on a fact-finding mission. He has a particular interest in **First Contact** protocols, and is enthused by the arrival of an unidentified entity from the **Gamma Quadrant** during his visit.

▶ *The Bolian delegate Vadosia is placed in danger during his visit to DEEP SPACE NINE, when an alien entity affects the station's computer.*

POSTING: BOLIAN AMBASSADOR
STARSHIP LOG: 'THE FORSAKEN' [DS9]

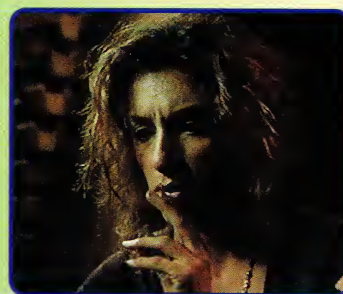


VOVAL

Voval is the **Iyaaran** ambassador who pilots the craft that is supposedly sent to transport **Captain Picard** to the Iyaaran homeworld during their first diplomatic contact with the **Federation** in 2370. The spacecraft crashes en route, and Picard finds himself marooned with a human woman, who turns out to be Voval, a shapeshifter who has assumed the female form to learn about emotions, and in particular, love.

▶ *Voval poses as the human woman Anna to learn about emotions.*

POSTING: IYAARAN AMBASSADOR
STARSHIP LOG: 'LIAISONS' [TNG]



ANTEDEAN

The fishlike leader of the **Antedean** delegation, travels on the **U.S.S. Enterprise NCC-1701-D** to the **Pacifica Conference**. The delegate is revealed to be an assassin by fellow ambassador **Lwaxana Troi**; he is intent on destroying the Pacifica Conference with large amounts of **ultritium** explosive he is smuggling in his robes.

▶ *The Antedean delegation travels to the Pacifica Conference. It is discovered that the ambassadors intend to blow-up the meeting.*

POSTING: ANTEDEAN AMBASSADOR
STARSHIP LOG: 'MANHUNT' [TNG]



WORF

Former tactical officer to station **Deep Space Nine**. After the **Dominion war**, **General Martok** succeeds **Gowron** as Chancellor, and **Worf** is appointed as the **Federation Ambassador to Qo'noS** by **Admiral Ross**. Worf accepts, leaving Martok happy that he will have an ambassador to hunt **targ** with.

POSTING: FEDERATION AMBASSADOR TO QO'NOS
STARSHIP LOG: 'WHAT YOU LEAVE BEHIND' [DS9]

▶ *After the Dominion war, Lt. Worf becomes Ambassador to Qo'noS.*



BOLIAN AMBASSADOR

A female ambassador almost falls foul of **General Martok's** bat'leth when he – somewhat violently – disciplines his crew.

POSTING: BOLIAN AMBASSADOR STARSHIP LOG: 'FERengi LOVE SONGS' [DS9]

KLINGON AMBASSADOR

The **Klingon** ambassador to **Farius** ultimately supplies **Miles O'Brien** with the **induction coils** he requires during his undercover mission on the planet. O'Brien jokes that the ambassador's appointment to the rather unpleasant planet means that **Chancellor Gowron** cannot like him very much.

POSTING: KLINGON AMBASSADOR STARSHIP LOG: 'HONOR AMONG THIEVES' [DS9]

KLINGON AMBASSADOR

This fiery ambassador campaigns for the extradition of **Admiral James T. Kirk**, so he can be tried for his involvement in **Project Genesis**. The ambassador does not get his wish.

Seven years later, the ambassador is vehemently opposed to the efforts to free Kirk and **Dr. Leonard H. McCoy** from **Klingon** custody, following the assassination of **Chancellor Gorkon**.

POSTING: KLINGON AMBASSADOR
STARSHIP LOG: STAR TREK IV: THE VOYAGER HOME & STAR TREK VI: THE UNDISCOVERED COUNTRY



▶ *The Klingon ambassador campaigns for Kirk's incarceration after the captain steals a BIRD-OF-PREY.*



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CARD 18C



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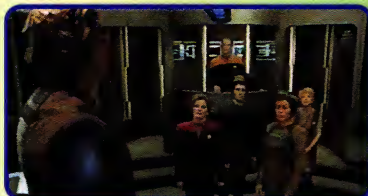
AMBASSADORS

ILLARI AMBASSADOR

This official boards the **U.S.S. Voyager NCC-74656** to further diplomatic relations, only to be shot by **Kes** upon his arrival. Kes is being controlled by **Illari** tyrant **Tieran** at the time.

POSTING: ILLARI AMBASSADOR

STARSHIP LOG: 'WARLORD' (VOY)



▲ The Illari official boards **U.S.S. Voyager**, interested in furthering relations with the crew

NEZU AMBASSADOR



This ambassador comes aboard the **U.S.S. Voyager NCC-74656** to witness the damage caused by large meteors impacting on his planet.

◀ The Nezu ambassador grimly watches the meteor bombardment.

POSTING: NEZU AMBASSADOR

STARSHIP LOG: 'RISE' (VOY)

TARKANNAN AMBASSADOR

The ambassador thought that **Chakotay**'s gesture of 'hello' was actually a proposition. The commander was initiating **First Contact** at the time.

POSTING: TARKANNAN AMBASSADOR STARSHIP LOG: INNOCENCE (VOY)

UNKNOWN

Unnamed ambassador saved by **Captain Jean-Luc Picard** on **Milika III**, resulting in **Starfleet Command** noting Picard's bravery.

POSTING: UNKNOWN AMBASSADOR STARSHIP LOG: 'TAPESTRY' (TNG)

NEELIX

Neelix has been goodwill ambassador for the **U.S.S. Voyager NCC-74656**, helping **Captain Kathryn Janeway** on many diplomatic missions. He is not officially recognized by the **Federation** as an ambassador per se, but nevertheless performs the task with the gusto normally associated with the **Talaxian**.

▶ The eager **Talaxian Neelix** becomes the **U.S.S. VOYAGER's** unofficial ambassador for the **Federation** at **Janeway's** consent.

POSTING: U.S.S. VOYAGER'S UNOFFICIAL AMBASSADOR

STARSHIP LOG: (FIRST SEEN) 'CARETAKER' (VOY)



COPPER AMBASSADORS

Short, copper-skinned aliens who attend the **Babel Conference**.

POSTING: UNKNOWN

STARSHIP LOG: 'JOURNEY TO BABEL' (TOS)

▶ Two members of the delegation travel to the **Babel Conference** aboard the **U.S.S. ENTERPRISE**.



PELJENITE AMBASSADOR

Commander Benjamin Sisko manages to persuade the **Peljenites** to exchange ambassadors with the **Federation**, celebrating his success by cooking chicken paprikash.

POSTING: PELJENITE AMBASSADOR STARSHIP LOG: 'FAMILY BUSINESS' (DS9)

SERILIAN AMBASSADOR

The **Serilian Ambassador** is due aboard **Deep Space Nine** shortly after **Stardate 48423**.

POSTING: SERILIAN AMBASSADOR STARSHIP LOG: 'MERIDIAN' (DS9)

THOLIAN AMBASSADOR

The **Tholian Ambassador** reports a break-in to his quarters in 2371, when three cases of **latinum** are reputedly stolen.

Captain Benjamin Sisko calls in a favor from the ambassador to get a gift for **Kasidy Yates** in 2371. Sisko is presented with a **Tholian silk** scarf, much to Yates's delight.

POSTING: THOLIAN AMBASSADOR STARSHIP LOG: 'DEFIANT' (DS9)

YALOSIAN

A **Yalosian** ambassador is scheduled to visit **Deep Space Nine**, requiring some very specific changes to his quarters: the atmosphere should be 60 percent nitrogen, 10 percent benzene, and 30 percent hydrogen fluoride. The mixture is so corrosive that it starts to dissolve the cabin carpet. Another particular physiological feature of the **Yalosians** is their inability to see the orange-red bands of the color spectrum.

POSTING: YALOSIAN AMBASSADOR STARSHIP LOG: 'IMPROBABLE CAUSE' (DS9)

QUARK

Quark has never been acknowledged as an official ambassador, but has taken it upon himself to involve himself with **Deep Space Nine's** steady influx of dignitaries – especially if there's a profit to be made. He claims "I am a host. A host is an ambassador of good will."

POSTING: HOST

STARSHIP LOG: (FIRST SEEN) 'EMISSARY' (DS9)



▲ **DEEP SPACE NINE's** **Quark** is always in the thick of things.

FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

MIRANDA-CLASS STARSHIPS

SYSTEM:

VESSELS

BRIEFING:

MIRANDA-CLASS FLEET LISTINGS

The first variants of the distinctive *Miranda*-class starship are put into service in the late 23rd century. They serve primarily as science vessels, but prove to be capable and versatile enough to become stalwarts of the fleet; like the *Excelsior*-class, many *Miranda*-class vessels remain in service almost 100 years later.

Vessels of the *Miranda*-class display a number of *Starfleet* design traits, albeit arranged in a configuration unlike that of any other vessel at the time they are first brought

into service. Perhaps the most radical design feature is the arrangement of the familiar warp nacelles; rather than held aloft behind the vessel as with the larger *Constitution*-class starships, the two nacelles are held underneath the **saucer section**. The lack of a discernable secondary hull gives the impression of a compact design.

In addition, the capability of *Miranda*-class vessels may be augmented by a sensor and weapons array arranged above the saucer section in a 'roll-bar.'



▲ *MIRANDA*-class vessels are easily identifiable as *Starfleet* vessels, with their saucer section and twin nacelle design.

U.S.S. BOZEMAN

The *U.S.S. Bozeman NCC-1941* is a *Soyuz*-class ship, a type of *Starfleet* vessel that is a variant of the *Miranda* class. It is commanded by **Captain Morgan Bateson** when it disappears near the **Typhon Expanse** in 2278. This region of space is home to a **temporal causality loop** which means that the crew of the *U.S.S. Bozeman* experience the same short period of time over and over until the ship is freed over 90 years later, in 2368, when the *U.S.S. Enterprise NCC-1701-D* nearly collides with it.

Following its release from the temporal causality loop, the *Bozeman* is recertified for *Starfleet* service. In 2371, it is forced to make a minor course correction after the destruction of the *Amargosa* star alters the gravitational forces in an entire sector. In 2373, the *Bozeman* is part of the *Starfleet* armada that engages a *Borg cube* on a direct course for Earth.

Ship's registry: *NCC-1941*

Named for: Not recorded

Starship Log: 'Cause and Effect' [TNG]



▲ The *U.S.S. BOZEMAN NCC-1941* is commanded by **Captain Morgan Bateson**.

▼ The *U.S.S. BOZEMAN* becomes trapped in a temporal causality loop in 2278.



U.S.S. BRATTAIN

The *U.S.S. Brattain NCC-21166* is named after the American physicist **Walter Brattain**, who helped develop the point-contact transistor and shared the Nobel Prize for Physics in 1956. The *Brattain* is commanded by **Captain Chantal Zaheva** and has a crew complement of 34, including **First Officer Brink** and **Andrus Hagen**, a **Betazoid** scientific advisor. In 2367, the *Brattain* is found by the crew of the *U.S.S. Enterprise NCC-1701-D* trapped within a **Tyken's Rift**, as is an

alien ship that tries to make telepathic contact with them. Unfortunately, this form of communication interferes with the mostly human crew's REM sleep, and causes them to become paranoid and aggressive to the point that they kill themselves or each other; only **Andrus Hagen**, who is found in a catatonic state, survives.

Ship's registry: *NCC-21166*

Named for: Noted physicist **Walter Brattain**

Starship Log: 'Night Terrors' [TNG]



▼ The *U.S.S. BRATTAIN NCC-21166* becomes trapped in a **Tyken's rift** in 2367, where it is discovered by the *U.S.S. ENTERPRISE NCC-1701-D*. All but one crew member perish.

U.S.S. LANTREE

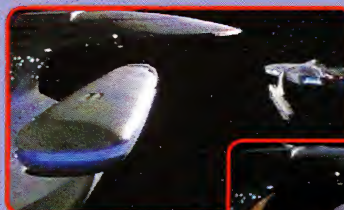
The *U.S.S. Lantree NCC-1837* is a **Class-6** supply ship commanded by **Captain L. Isao Telaka**, and assigned to the **Gamma 7 Sector**. The *U.S.S. Lantree* is equipped with **Class-3** defensive armaments, and has a crew complement of 26 personnel. In 2365, the entire crew of the *Lantree* are killed by contact with a group of genetically engineered human children from the **Darwin Genetic Research Station** on **Gagarin IV**, whose immune systems

actively seek out and attack potential sources of disease; the symptoms closely resemble hyperaccelerated aging. The *Lantree* is later destroyed by a single **photon torpedo**, fired by the *U.S.S. Enterprise NCC-1701-D*, in order to prevent any further transmission of the deadly antibodies.

Ship's registry: *NCC-1837*

Named for: Not recorded

Starship Log: 'Unnatural Selection' [TNG]



▲ The *U.S.S. LANTREE NCC-1837* is left adrift after its crew are subjected to rapid aging.

▼ The *U.S.S. LANTREE* is destroyed with just one photon torpedo blast in 2365.





MIRANDA-CLASS STARSHIPS

U.S.S. MAJESTIC

The **U.S.S. Majestic** is one of the many **Starfleet** ships that are destroyed in the successful mission to retake **Deep Space Nine** from **Dominion** control, and prevent a massive incursion of Dominion ships into the **Alpha Quadrant** in 2374.

Ship's registry: Unknown

Named for: Not recorded

Starship Log: 'Sacrifice of Angels' [DS9]



▲ The **U.S.S. MAJESTIC** is one of the casualties of the operation to reclaim **DEEP SPACE NINE**, currently under **Dominion** control.

U.S.S. SARATOGA

In 2286, while patrolling **Sector 5** of the **Neutral Zone**, the **U.S.S. Saratoga NCC-1937** is rendered powerless and left adrift in space by an immense, undesignated **Cetacean probe** that is attempting to contact the extinct, water-dwelling Earth species known as humpback whales.

Ship's registry: **NCC-1937**

Named for: Not recorded

Starship Log: **STAR TREK IV: THE VOYAGE HOME**



▲ The **U.S.S. SARATOGA NCC-1937** is the first **Starfleet** vessel to encounter the **Cetacean probe** while it patrols the **Neutral Zone** in 2286. The starship is left adrift in space with only energy reserves left to power vital systems following the encounter with the mysterious probe.

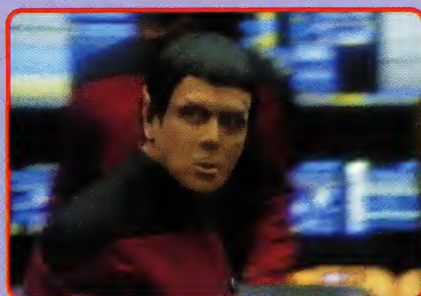
U.S.S. SARATOGA

The **U.S.S. Saratoga NCC-31911** is at least the second **Miranda-class** vessel to bear the name. It is one of many ships that engage a single **Borg cube** at **Wolf 359** in 2367. At the time of the **Borg** invasion, the **Saratoga** is commanded by a **Vulcan** captain and its tactical officer is a **Bolian**; also aboard the starship is the first officer, **Lt. Commander Benjamin Sisko**, his wife, **Jennifer**, and their son, **Jake**. During the devastating battle with the **Borg cube** many of the crew, including the captain, lose their lives before the ship's warp core is damaged and the order to abandon the vessel is given. Some of the crew and civilian personnel manage to flee the ship in **escape pods** mere seconds before it explodes, but unfortunately **Jennifer Sisko** is among the casualties.

Ship's registry: **NCC-31911**

Named for: Not recorded

Starship Log: 'Emissary' [DS9]



▲ The **U.S.S. SARATOGA NCC-31911** is commanded by a **Vulcan** captain at the **Battle of Wolf 359**.



▲ **Benjamin Sisko** escapes the doomed **U.S.S. SARATOGA** just moments before it is destroyed.

U.S.S. RELIANT

The **U.S.S. Reliant NCC-1864** is primarily a science vessel with at least two different types of scanners; a surface scanner which can read surface wind velocities and atmosphere composition, and a dyno scanner, which is sensitive enough to detect a microbe or even a particle of preanimate matter. The **Reliant** is commanded by **Captain Clark Terrell** in 2285, and is assigned the task of locating a lifeless planet that satisfies the requirements of a test site for the experimental **Genesis Project**. This mission proves to be the **Reliant's** undoing, as all the crew except **Captain Terrell** and **First Officer Pavel Chekov** are marooned on the inhospitable planet of **Ceti Alpha V** by the genetically advanced super-human **Khan Noonien Singh**, who seizes control of the vessel. **Khan** intends to gain his revenge on **Admiral James T. Kirk**, but the veteran **Starfleet** officer ultimately prevails during a battle between the **U.S.S. Enterprise NCC-1701** and the **Reliant** in the **Mutara Nebula**. **Khan** makes a final effort to kill his nemesis when he detonates the **Genesis Device**, but he succeeds only in destroying the **Reliant** and himself.

Ship's registry: **NCC-1864**

Named for: Not recorded

Starship Log: **STAR TREK II: THE WRATH OF KHAN**



▲ The **U.S.S. RELIANT NCC-1864** suffers immense damage during a battle with the **U.S.S. ENTERPRISE NCC-1701** in 2285.

▼ The **RELIANT** is primarily a science vessel, but it is sufficiently armed to pose a significant threat to the **U.S.S. ENTERPRISE**.



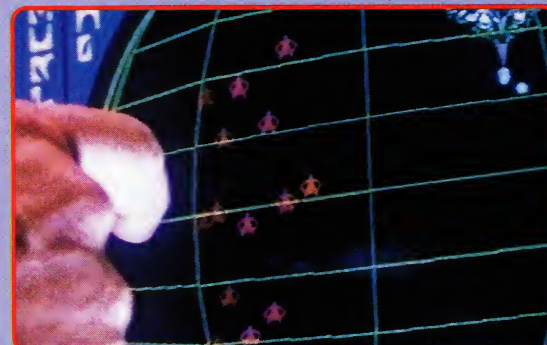
U.S.S. TIAN AN MEN

The **U.S.S. Tian An Men NCC-21382** is one of 23 **Starfleet** ships that make up the armada to prevent cloaked **Romulans** vessels from crossing the **Neutral Zone** and supplying the **Duras** family with weapons during the **Klingon** civil war of 2367-68.

Ship's registry: **NCC-21382**

Named for: Those who died for the cause of Chinese freedom in 1989.

Starship Log: 'Redemption', Parts I and II [TNG]



▲ The **U.S.S. TIAN AN MEN NCC-21382** is deployed along the **Neutral Zone** in 2368 as part of a **tachyon grid** designed to reveal the presence of cloaked **Romulan** vessels.

Lt. Galloway

Lt. Galloway is one of Captain James T. Kirk's most trusted security personnel aboard the *U.S.S. Enterprise NCC-1701*. He is included on a number of important landing parties — one of which proves fatal for the dependable officer.

Lt. Galloway is one of the many commissioned officers who make up the bulk of **Starfleet** crews. He serves aboard the *U.S.S. Enterprise NCC-1701*, where his experience and dedication to duty are often called upon by **Captain James T. Kirk**.

The tall, burly lieutenant — whose name is pronounced "Gallway" — has dark blond hair and speaks with a North American accent. His career up to 2266 has taken him to the security division and, according to the design of the times, a red uniform.

Galloway's first prominent mission aboard the *Enterprise* involves a visit to an unnamed planet where the adults have died out, leaving only their children. He transports down as part of the landing party, and is trusted to

reconnoiter the surrounding area by himself. He is obviously very fit and highly trained, as he is adept at jumping over obstacles in his way. At one point, however, he is pulled from harm's way by **Commander Spock** when a mass of debris is thrown onto members of the *Enterprise* team by the errant children of the planet.

Away team regular

Galloway's reliability leads to him joining several other subsequent landing parties. His presence in the landing party to the planet **Eminiar VII** in 2267 is indicative of the trust that Captain Kirk places in him, as they are beaming into an unknown environment following a message classified **Code 710** — meaning that under no circumstances is the planet to be approached by alien vessels. Kirk needs officers he can rely on in

PROFILE OF AN OFFICER

NAME: Galloway

RANK: Lieutenant

LIFE FORM: Human male

STATUS: Deceased

REMARKS: Galloway is a devoted officer who always put the protection of his ship and his captain before his own life, leading to his own death at the hands of a Starfleet officer.

FIRST SEEN: 'A Taste of Armageddon' [TOS]



▲ **Lt. Galloway is a reliable officer, willing to put his life in danger during away missions for his comrades. He shows great strength and resolve during these dangerous times, and proves himself to be a commendable crew member.**

such a potentially hazardous situation.

Galloway's presence on the bridge ahead of time is condoned by his captain; he stands by the **turbolift** with the other ancillary members of the landing party. He shows intense interest in his surroundings when they transport down, and is taken with the others to meet the rulers of Eminiar VII. He is held prisoner, along with the rest of the landing party, when the *Enterprise* and its crew are

declared casualties in Eminiar's long-running hypothetical war with the neighboring planet **Vendikar**.

Observant officer

The lieutenant is a man of action. He is watchful, and quick to reach for his **phaser** in moments of crisis. He also acts swiftly

in a struggle, defending himself and his captain with vigor. This comes in handy during the landing party's escape from their cell, during which Galloway helps to capture some of the local **disruptor** weapons, a communications device, and two guards' outfits.

He dons one of these

A FINE CREW MEMBER



★ Proficient

Lt. Galloway is fully capable of checking tricorder readings as trained.

★ Stranded

Lt. Galloway could have been stranded along with a handful of his shipmates on the Guardian's planet forever had the retrieval of McCoy from an errant timeline failed. McCoy's tampering meant that Starfleet had never come into being, leaving the away team on a strange planet with no starship.



★ Teamwork

Lt. Galloway is part of a landing party team who beam down to Eminiar VII after the U.S.S. Enterprise NCC-1701 receives a Code 710.

★ McCoy's pain

Galloway and company try to stop Dr. McCoy, who has taken an overdose of cordrazine, from jumping into the Guardian.



OTHER CARDS IN THIS FILE...

- 3 CAPTAIN KIRK
- 4 SPOCK
- 5 MCCOY
- 11 YEOMAN RAND

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701File 20
STAR TREK: The Original SeriesFile 68

Lt. Galloway



★ Transporting

When the U.S.S. *EXETER* is found mysteriously abandoned, Lt. Galloway is one of the U.S.S. *ENTERPRISE* crew to investigate.



★ Valued crewman

Galloway is respected enough to voice his ideas to the U.S.S. *ENTERPRISE*'s senior staff.



★ Reading the helm

Lt. Galloway assists on the U.S.S. *EXETER* bridge, discovering that all of the ship's systems have been left on automatic pilot.

outfits to facilitate his flight from the city. He and a fellow *Enterprise* security officer on the team easily pass themselves off as locals and assist Spock in saving the visiting Federation ambassador Robert Fox. Galloway tends to accompany the Vulcan first officer on subsequent away missions, which may be an indication of Spock's hard-won approval.

Shortly thereafter, the lieutenant beams down to an unnamed planet that is the source of ripples in time pulsing out into space. He joins Commander Montgomery Scott and Lt. Uhura in their search for the crazed Dr. Leonard McCoy – the victim of an unintentional overdose – and helps to subdue him when he is eventually located. He is, however, unable to stop McCoy leaping through a time portal located on the planet, despite a determined effort to tackle him to the ground.

Some time passes before Galloway joins another landing party, but in mid-2268 Kirk specifically asks for the lieutenant to accompany him to the U.S.S. *Exeter* NCC-1672, discovered in an unexplained orbit of a planet.

Galloway beams to the *Exeter*'s engineering section along with Kirk, Spock, and McCoy, where they



★ Spock

Lt. Galloway and the U.S.S. *ENTERPRISE*'s first officer, Spock, often team up during landing parties; this may be a sign of the Vulcan's trust in Galloway.

the apparently ferocious Yangs only 100 meters from the Kohm village where they are sheltering. He uncharacteristically joins in a discussion regarding this incident among his superiors, telling Kirk that the Yangs cannot be reasoned with. He believes they are virtually insane.

"They're too wild... act almost insane..."

— Lt. Galloway offers his feelings on the Yang people

investigate the mystery of the entire crew's disappearance. The lieutenant is sent to check the lower decks for personnel, and reports from the hangar deck that all four shuttlecraft usually found aboard a *Constitution*-class vessel are present. He reasons that this means if the crew left the ship, they must have done so in another way.

Bridge training

Galloway has evidently had some training in bridge operations, and perhaps even served in that capacity, as he is able to read the instruments at the helm station with ease when he later rendezvous with the others on the *Exeter* bridge. He takes it upon himself to perform the checks, and discovers that the ship has been left on automatic pilot.

The resourceful officer faces greater peril when he beams down

to the planet's surface with the party. There they encounter Ronald Tracey, captain of the *Exeter*, who informs them that they have been infected by a deadly virus that can be kept in check only by staying on the planet. An unknown element in the local ecosystem provides immunity.

Galloway handles the news that, once again, he may be stranded for the rest of his life with his usual stoic calm. Fate takes a cruel turn, however, and the lieutenant falls victim to a threat closer to home. He is first injured in an attack by

Unfair death

In the end, Galloway's death is not caused by a primitive spear, but by a phaser blast from the hand of a supposed ally. It becomes clear that Captain Tracey has violated the Prime Directive and intervened in the affairs of the pre-warp society, but the extent of his insanity is only realized when he ruthlessly fires on Galloway for surreptitiously reaching for his phaser. The lieutenant is fatally wounded.

The fact that Galloway loses his life at the hands of a superior officer is a terrible irony, given his diligence as a Starfleet officer, and the fact that the organization and those who are part of it are dedicated to preserving life and peace.

A POSSIBLE FATE

Courage under fire

Galloway is trapped with the rest of the landing party on the surface of the Guardian's planet when Dr. McCoy leaps through the time portal and somehow changes history and erases the Federation. The lieutenant has to face the terrifying prospect that his life and everything he knows has been taken from him.

Galloway is told by Captain Kirk that if Kirk and Spock are unsuccessful at following McCoy and restoring history, he and

the others will have to try to do the same. It is a heavy responsibility for the officer to bear, as he knows he may have to make a life for himself in a totally alien time.

The captain and first officer are fortunately successful, meaning that Galloway does not have to make this difficult adjustment.

◀ Adjusting to failure

Lt. Galloway and Montgomery Scott ruminate on their fate.



★ An ironic fate

Lt. Galloway takes a phaser blast from the paranoid Captain Ronald Tracey, simply for reaching for his phaser.



★ Final Moments

The courageous Lt. Galloway dies from his injuries, leaving the normally proficient Dr. Leonard McCoy at a loss. The *ENTERPRISE* loses a fine officer.



Mr. Tash

Stranded 5000 light years away from his home, Mr. Tash needs to apply his advanced scientific knowledge, and be wary of potential thieves, if he is to return successfully.

Of the many species resident in the **Delta Quadrant**, Mr. Tash belongs to one of the most visually striking. He is humanoid, though with a mouth that looks more reptilian than mammalian, and apparently lacking in body, cranial, or facial hair. Large, flattened, bony protrusions extend upward from the bridge of his nose and downward from his chin, respectively bisecting his forehead and covering his throat. The upper protrusion tapers slightly to a point a few centimeters above his head. His pale skin is randomly covered with dark brown markings which are visible on all the uncovered parts of his body except the narrow protrusions and the palms of his hands. His nostrils face outward rather than downward.

Mr. Tash wears a simple black tunic, to which a hood can be attached. Both sleeves have a stylized gamma sign in a metallic

color near the wrists, and various devices – probably tools – are attached to the front of his tunic. Mr. Tash uses his hands very expressively when speaking; partly to emphasize what he is saying and, although virtually nothing is known about the civilization to which he belongs, probably some of the gestures he makes have some cultural significance.

Stranded in space

Mr. Tash does not go into great detail about his background in conversation with his fellow travelers he meets; it is clear that he belongs to a technologically advanced race, and is a gifted scientist and engineer himself. While exploring an unstable wormhole, his ship is suddenly pulled into the phenomenon and is deposited approximately 5000 light years away, leaving Mr. Tash with a journey of at least ten years to return to his home

PROFILE ON MR. TASH

NAME: Mr. Tash

LIFE FORM: male

OCCUPATION: Astronaut, later negotiator and statesman.

REMARKS: Trapped 5000 light years from home, Mr. Tash shows remarkable resolve by building a space catapult that would propel him the distance back to his planet. Mr. Tash proves himself to be reliable, friendly and open.

FIRST SEEN: "The Voyager Conspiracy" (VOY)



▲ The distinct facial ridges and skin pigmentation of Mr Tash's race make them seem more reptilian than mammalian in their origin.

planet. Unwilling to embark upon such a long voyage, he decides to build a **subspace catapult** instead.

For any being to countenance and carry out such a project is truly remarkable. It is not known how long Mr. Tash takes, but the size of the finished artifact in relation to his own relatively small ship (and correspondingly small crew) suggests that he has spent a considerable amount of time on his creation. At one point he tests the catapult with a probe, which is hurled

nearly 600 light years, but during the process the core of the machine is destabilized, and emits **graviton surges**. Mr. Tash tries to fix it for two weeks without success, and is becoming concerned that the core might breach, when he unexpectedly receives visitors.

Helping hands

The graviton surges are noticed by the crew of the **U.S.S. Voyager NCC-74656**, who make a diversion to investigate. On being hailed, Mr. Tash

immediately shows his inherent thoughtfulness, warning the incoming vessel to deploy maximum shielding. He explains that the purpose of the catapult is to "catapult a vessel across space, in the time it takes to say 'catapult a vessel across space.'" This technology has possibly been theorized or is in development among his own people, but his remark that "it'll make warp drive look like a wooden sled" suggests that he could be the very inventor of the subspace catapult.

Captain Kathryn Janeway offers *Voyager's* assistance, Mr. Tash initially declines, protesting that it would be too dangerous, and that he would not send his own crew to the machine while it is in the current condition. **Ensign Kim** suggests trying to adjust the core reaction from *Voyager*, however, and **B'Elanna Torres** theorizes

DEDICATED SCIENTIST



★ Impressive knowledge

Mr. Tash shows an incredible talent for technology, and an adept intelligence for getting himself out of a sticky situation.

★ First contact

Mr. Tash makes contact with the **U.S.S. VOYAGER NCC-74656's** crew.



★ Far from home

Janeway listens to Tash's plight of being stranded far from home – a problem to which she can relate.

OTHER CARDS IN THIS FILE...

31 WIXIBAN

37 PROFESSOR GEGEN

SEE OTHER FILES...

SPACE MACHINES,

ARRAYS AND PROBES.....File 42

STAR TREK: VOYAGER.....File 71

Mr. Tash

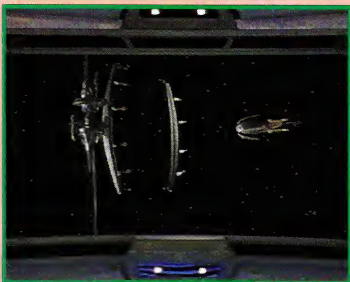


★ Diplomacy

Mr. Tash is a great exponent of his invention, and tries to convince Captain Kathryn Janeway that his **SUBSPACE CATAPULT** is worth pursuing. With such enthusiasm evident, Janeway finds it hard to say no to the alien scientist.

★ Suspicions raised

As suspicions aboard the U.S.S. **VOYAGER** reach a head, Mr. Tash is scanned by the Doctor, who checks for tetryon radiation.



★ Historic journey

Mr. Tash's ship approaches his **SPACE CATAPULT**. If successful, he will be within reach of his home. If not, he and his ship will be heavily damaged.



★ Going home

Mr. Tash makes his journey almost all the way back home safely, give or take some shield recalibration. It is now up to the U.S.S. **VOYAGER** to make the journey. If successful, it could take 5000 light years off their extensive journey back to the Alpha Quadrant.

"This territory is full of species who would do anything for such advanced technology, including steal it. I apologize for the deception, but you do understand."

— Mr. Tash to Captain Janeway

that a few well-timed **graviton pulses** from the **deflector dish** might work. Mr. Tash is grateful; he points out that he has nothing to give in return, but the captain explains that she is not asking for anything. Mr. Tash suggests that **Voyager** could use the catapult after he has made his jump, so long as it is still functioning.

Mutual suspicion

While Mr. Tash is busy in **Voyager's** engineering section, Captain Janeway discovers that Mr. Tash's catapult is powered by a **tetryon reactor**, something of great concern to her. Along with two security guards, she suspiciously questions him about it. He is rather indignant that they should treat a colleague like this, and explains that the reactor was acquired at great cost and that he

did not care to advertize its worth in case **Voyager** attempted to steal it. Janeway is satisfied, and work resumes. Before long, the reactor is stabilized and Mr. Tash prepares to make his return journey. He hails **Voyager**, thanks the crew for their assistance and promises to contact them again as soon as he re-enters normal space. Within an hour or two he transmits another message to say that – despite suffering a few overloaded systems which required a readjustment of the ship's shields during flight – his journey was a success, taking him 5000 light years from his previous location. Mr. Tash sends the necessary modifications to **Voyager** to improve their chances of using the catapult successfully. He also wishes the crew good luck, proving himself to be considerate and friendly from start to finish.

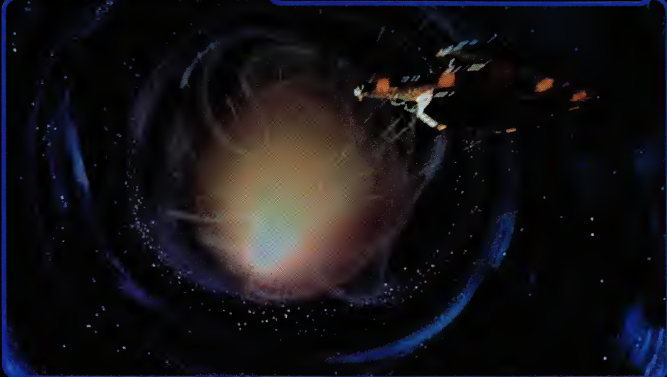
BEYOND WARP

The trouble with wormholes

While the prospect of covering vast distances in relatively short time periods is enticing, for most wormhole travelers it is essential to be able to return safely to the same location. Few known wormholes are completely stable, the exception being the one connecting the Alpha and Gamma Quadrants, the Alpha terminus of which is close to the Denorios Belt, near Bajor and **Deep Space Nine**. Other wormholes may have only one end in a fixed location, for example the Barzan wormhole in the Alpha Quadrant, the remote terminus of which is unstable. Failure to check carefully the attributes of this wormhole causes two Ferengi, Arridor and Kol, to become stranded in the Delta Quadrant.

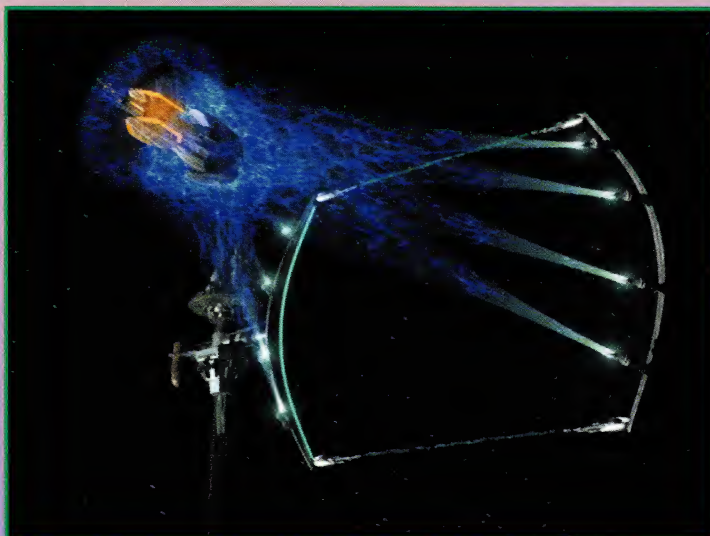
▶ Route home

A route home was hijacked by Ferengis Arridor and Kol, accidentally closing the gateway behind them.



▲ Temple of the Prophets

The wormhole connecting the Alpha and Gamma Quadrants is one of the rare stable examples throughout the Galaxy. The wormhole is also revealed to be the home of the Prophets.



★ Forceful journey

In a method similar to a standard catapult, the **SUBSPACE CATAPULT** puts an enormous amount of energy behind a craft, and then releases it, propelling it as far as it can. Such undertakings can be highly dangerous unless all eventualities are accounted for.

Qatai

A desire for revenge has seen Qatai scour the Delta Quadrant in search of an immense bioplasmic life form that took the lives of his family nearly four decades previously.

Qatai has devoted his life to hunting down the monstrous bioplasmic creature that killed his family and friends. Even when freed from its clutches, his first thought is to continue the perilous quest.

More than 39 years ago, Qatai and some of his race were journeying through the Delta Quadrant, looking for a new world to colonize. Their vessel, the *Nokaro*, carried a crew of nearly 3000, mostly families, who were overjoyed when the sensors showed that they were approaching a glistening green paradise. Qatai was not on board at the time, and his absence undoubtedly saved his life.

No escape

What the crew of the *Nokaro* did not realize was that they had been trapped by a vast spacefaring bioplasmic entity that used a form of telepathy to discover their fondest desires and make them believe their wishes were coming true. The deception

was discovered, but it was too late for the *Nokaro*'s crew to do anything other than send out a distress call before they were digested by the creature. Qatai responded to the signal, but when he arrived all that was left of the *Nokaro* were some fading engine emissions.

Distinctive features

The name of Qatai's species is unknown. He is humanoid, with a large bulge in the center of his forehead, through which run narrow fissures that extend around his eyes and down to his cheeks. In the middle of the cranial bulge is a deeper vertical cleft. His gray hair is shoulder-length, with woven braids at the back of the crown, and he has a short, straggly beard. He wears an old brown jacket made from a substance that looks similar to leather, and matching brown gloves adorn his hands. A wide belt that appears to contain numerous pouches is worn at his waist, with what looks like the handle of a knife protruding on the

PROFILE ON QATAI

NAME: Qatai

LIFE FORM: Alien male, race unknown

FAMILY: All of Qatai's family are believed to have been killed after an immense spaceborne bioplasmic life form consumed their transport vessel.

REMARKS: Qatai has dedicated his life to ensuring that the bioplasmic life form is destroyed, thus avenging the family and friends that died within it.

FIRST SEEN: 'Bliss' [VOY]

Qatai cares little for himself as his quest brings him closer to the life form responsible for the death of his family. His only purpose is to destroy his prey.



right-hand side. There are two additions to the front of his jacket; small, horizontal pouches over the right breast and a curved device, the purpose of which is unknown, over the left breast. His ship, presumably a scouting vessel originally launched from the *Nokaro*, has a dilapidated interior, but it has been Qatai's only

home ever since he lost his family and friends.

Over the long years that follow, Qatai becomes obsessed with pursuing and destroying the bioplasmic creature, and builds up a detailed knowledge of its biology and behavior patterns.

Qatai believes the bioplasmic life form to be highly intelligent, cunning,

and deadly, and is aware that it uses its telepathic powers to attract, then ensnare, its prey. A consequence of this lengthy struggle is that Qatai becomes reluctant to trust his own senses, and is never entirely sure whether what he sees is an illusion placed in his mind. The visions the creature tries to tempt

DECADES LONG HUNT



★ Solitary

Following the death of his entire family, Qatai has led a lonely existence. Only his aged vessel and the bioplasmic creature he has been hunting for the past four decades remain a constant presence in his life.

★ Illusionary tactics?

Qatai fears that the U.S.S. VOYAGER NCC-74656 is an illusion created by his foe.



★ Teaming up

Qatai enlists Seven and the Doctor in an effort to free their trapped vessels.

OTHER CARDS IN THIS FILE...

58 GEDRIN
61 GOTANA-RETZ
62 MR. TASH

SEE OTHER FILES...

CHARTING THE GALAXY.....File 3
U.S.S. VOYAGER
NCC-74656.....File 29

Qatai



★ Under the influence

Qatai predicts that the Doctor's experimental treatment to free the crew of VOYAGER from the creature's visions will fail.

Qatai will include material wealth, and even the sight of good friends risen from the dead.

Caught within the beast

In 2375, Qatai is tricked once again by his opponent. Believing that he has found a way of killing the creature, he allows it to capture his ship, with the intention of directing his small vessel to the monster's most vulnerable area, and destroy it from the inside out. The plan goes wrong, however, as Qatai finds that instead of heading for the primary **neural plexus** he is being maneuvered into the digestion chamber. While there, he is contacted by **Seven of Nine**, who is fighting for survival amongst the mesmerized crew of the **U.S.S. Voyager NCC-74656**, and tries to warn her off, but she is powerless to prevent the **Federation** starship from being swallowed by the entity as well.

Qatai is suspicious when Seven contacts him again, and requests that he lower his shields so that he can be beamed to *Voyager*. Once again, he believes that the creature is projecting images. Seven, however, warns him that within a few minutes his shields will fail and he will die anyway, so he decides to take the risk.

Forming a plan

Qatai tells Seven of Nine, the **Doctor**, and **Naomi Wildman** what he knows about the creature, and the quartet make plans to free both ships from its clutches. Qatai wants to use **Class-9 photon torpedoes**, though the Doctor objects to this destructive plan of action. Eventually, they agree that *Voyager* will release a quantity of antimatter, which Qatai will ignite using the weapons aboard his vessel, creating an electrolytic reaction that will make the creature involuntarily expel them from its innards. The plan succeeds, though

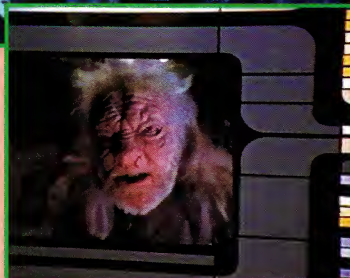


★ The hunt resumes

Qatai instantly pursues his prey after being freed from its digestive system.

only at the second attempt, and Qatai prepares to continue his solitary quest.

It seems that after 39 years, 2 weeks and 4 days, the bioplasmic life form will remain the main focus of his life – just as its death remains the one thing he wants to see more than anything else.



★ Stubborn

Qatai brands his vessel "stubborn" when it fails at inopportune times.



★ Beauty and the beast

Qatai and Seven are both intent on destroying the creature, but for different reasons: she wants to free VOYAGER, while he hopes to wreak his revenge upon the life form.

"It's the silence I hate . . . the way he takes you without a fight." — Qatai

QATAI AND SEVEN OF NINE

Working together

Prior to the intervention of Seven of Nine aboard the **U.S.S. Voyager NCC-74656**, Qatai's battle against the bioplasmic life form is almost at an end, with just 15 minutes remaining until the shields aboard his vessel fail. The grizzled, spacefaring humanoid is initially wary of *Voyager's* presence, but comes to realize that he has found new allies in Seven, the Doctor, and young Naomi Wildman.

Seven in particular proves to be an inspiring partner, swiftly bypassing the Doctor's suggestion that they take the time to examine the creature, and instead eager to develop a method of freeing the two vessels that have become trapped within the beast, even if it means killing it.

The partnership comes to an end when the two vessels are finally freed from the bioplasmic life form; Qatai is interested only in resuming the hunt against the great beast, despite the fact that his ship is in need of urgent repairs.



▲ Team work

Seven of Nine is insistent that she and Qatai should work together in an effort to free both his vessel and the U.S.S. VOYAGER from the interior of the bioplasmic creature.

▼ Pinch me

Qatai's first instinct upon being transported over to the U.S.S. VOYAGER is to pinch Naomi Wildman in an effort to prove to himself that she is not an illusion.



▲ Beaming aboard

Qatai is quite shocked to find himself transported aboard the U.S.S. VOYAGER. He initially believes the Starfleet vessel to be an illusion created by his decades-old foe.



Biogenic Weapons

Biogenetic weaponry is so deadly it can wipe out entire planets — a very useful tool in war. Such weapons have been banned by the **United Federation of Planets**, yet despite this, they are still used with remarkable frequency.

The scientists and technicians charged with the task of designing and constructing increasingly powerful and destructive forms of weaponry often have little respect for the amount of damage that will be caused by their use. Any advantage during warfare is a welcome one, but there are some forms of offensive capabilities that are widely regarded as unethical or undesirable. Among the most controversial and terrifying forms of weapon are biogenic devices, extremely deadly armaments that rely on genetically manufactured biological components that often kill in a dreadful and protracted manner. The majority of biological armaments are banned under various interstellar treaties, with even the possession or sale of elements used in their construction carrying strict penalties and even the threat of imprisonment. Despite this, trade in these horrific and lethal weapons does still exist.

The use of biogenic devices by many races leaves a bloody trail through the history of the **Alpha** and **Gamma Quadrants**, with many civilizations having utilized some form of biological weapon during a conflict at one time or another. **Starfleet** crews encounter the effects of biological weapons on a number of occasions. One of the earliest incidents takes place in 2268, when the crew of the **U.S.S. Enterprise NCC-1701** visit the planet **Omega IV**. The two opposing indiginous factions, known as the **Kohms** and the **Yangs**, are survivors of a bacteriological war fought more

than four centuries previously; the majority of the populace was wiped out, but the surviving generation are imbued with powerful antibodies giving them extraordinary longevity and resistance to disease. This biological advantage unfortunately perpetuates their feuding state, until the cycle of violence is eventually broken by the intervention of **Captain James T. Kirk** and his crew.

Deadlier results

Despite their devastating effect, research into biological weapons technology results in their increased sophistication and use. Powerful individuals and criminals have the opportunity to use biogenic weapons due to their illegal connections, such as the **Albino's** employment of a genetic virus to kill the firstborn children of his **Klingon** pursuers **Kor**, **Kang**, and **Koloth** in 2290. On a much wider scale of use, the war between the opposing land masses on **Tarella** circa 2364 results in the production of a deadly biological weapon whose after-effects are so virulent that the few escaping Tarellans are hunted down and killed as plague carriers for fear of spreading their manufactured disease to other races around the **Alpha Quadrant**.

In 2369, the **United Federation of Planets** fears the **Cardassian Union** is developing **metagenic toxins** for use in **metagenic weapons**, sophisticated biological weapons that utilize genetically engineered viruses designed to destroy any kind of DNA. Metagenic viruses mutate rapidly and can



▲ **Deadly harvester biogenic weapons laid waste to entire planets in the long war between the T'Lani and the Kellerun. After the war, the arsenal is destroyed.**

▶ **The renegade Captain Ron Tracey believes he has found the secret of eternal youth on Omega IV. In reality, he has found the aftermath of a biological war, and becomes a carrier of the virus when he leaves.**



◀ **Dr. Bashir works on a cure for the Teplan blight; a deadly biogenic attack developed as punishment for this world's resistance of the Dominion.**

destroy entire ecosystems within a week. After 30 days, the metagenic agent itself dies, having destroyed all biological life on a planetary scale, while leaving the technological aspects of a culture intact. Banned by a treaty including **Romulan** and **Ferengi** support, the development of these toxins and their alleged revolutionary delivery system — transmitted in a dormant state via theta band carrier waves — proves to be deliberate **Cardassian**

HYPOCRITICAL VIEWPOINTS

Starfleet and biogenic weapons

Starfleet actively discourages the development of biogenic weapons, but there have been occasions when their development has been considered unavoidable. In 2368, the crew of the **U.S.S. Enterprise NCC-1701-D** develop an invasive program designed to cause a fatal overload in the Borg collective by generating a recursively insoluble puzzle in the Borg's biomechanical systems. Captain Jean-Luc Picard controversially refuses to introduce it via the individual **Hugh Borg**, as he sees its subsequent spread to the collective as an indefensible act of genocide. Even more controversial is the development of a biological virus designed to kill the shapeshifting **Founders**, by Starfleet's covert

Section 31, who secretly infect **Deep Space Nine's** **Odo** in an attempt to wipe out the entire species via the **Great Link** in 2375. In 2374, a joint venture between the Borg and the crew of the **U.S.S. Voyager NCC-74656** uses adapted Borg nanoprobes to combat the threat posed by **Species 8472** to the **Delta Quadrant**. This results in a biogenic weapon that can overwhelm **Species 8472's** natural protection against assimilation. The nanoprobes emit an electro-mechanical signature that matches **Species 8472's** highly complex cells, enabling their suppression. This photon torpedo-delivered biological device proves to be a truly effective and totally devastating weapon against them.



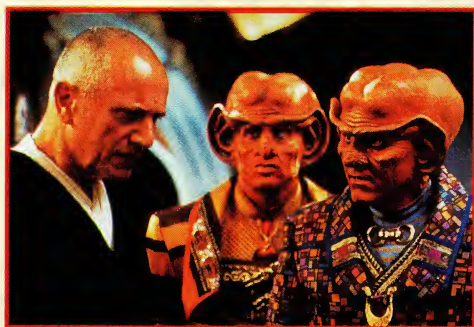
▲ **Hugh Borg, the rescued drone from a crashed BORG SCOUTSHIP, is almost used to deliver a deadly virus to the Borg.**



▲ **The Founders fall foul of a biogenic weapon produced by Section 31.**

▶ **U.S.S. VOYAGER enters fluidic space, leading to the use of a biogenic virus on Species 8472.**

Biogenic Weapons



▲ **Arms dealer Hagath is capable of getting biogenic weaponry – if the price is right. The Ferengi Quark is a somewhat unwilling accomplice in the sales.**



▲ **With Cardassia refusing to ban metagenic weapons, rumored stockpiles on Celtris III draw a covert recon lead by Picard. It turns out to be trap for the captain.**



▲ **Tal Shiar chairman Koval shows a cool interest in Bashir's cure for the Dominion blight, despite his government's official ban against metagenic weapons.**



misinformation, but indicates the scale of concern the possible development of such weapons can generate. Cardassian involvement with biogenic weapons does not end there – in 2370, **Maquis** intelligence believes that **Cardassia** is stockpiling supplies of extremely dangerous and highly illegal **biomimetic gel**, attenuated retroviral compounds otherwise known as **retroviral vaccines**, **isomiotic hypos**, and **plasma flares**. These four elements combine to form devastating biogenic weapons. There is no evidence of the Cardassians using these in subsequent actions.

Laying waste to planets

The dramatic war between the **T'Lani** and **Kellerun** also made use of biogenic weaponry. Both sides employed **Harvesters** – deadly **nanobiogenic weapons** that take the form of a lethal orange gel stored in clear cylinders with a two-liter capacity – completely wiping out the

◀ **The Albino is responsible for the death of his enemy's first-born children by using an illegally engineered virus. It infects the infants of Kor, Kang, and Koloth.**

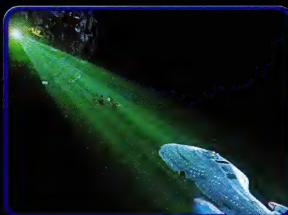
population of **T'Lani III**. By 2370, both sides seek **Federation** help in destroying these dreadful weapons. **Dr. Julian Bashir** and **Chief of Operations Miles O'Brien** are tasked with formulating a way to neutralize their active components through the use of a specific radioactive muon frequency. The murder of both **Deep Space Nine** personnel is then attempted, such is the fear of the **T'Lani** and **Kellerun** officials over the possibility of the two **Starfleet** officers being able to resurrect this technology. Fortunately, they manage to survive this drastic action.

In 2171, the expanding **Dominion** forces within the Gamma Quadrant approach the planet **Teplan**. The **Teplans'** resistance to forced membership is met by a devastating **Jem'Hadar** biological weapon that causes a disease that comes to be known as the **Teplan blight**, a dreadful slow-moving viral disease that is designed to act directly on the **Teplanites'** uniquely structured neurophysiology. The entire population has to endure this endemic condition for two centuries until 2372, when Dr. Bashir is successful in creating a vaccine that is effective on unborn children.

A LIVING BIOGENETIC WEAPON

Icheb

One of the most extreme examples of a specifically engineered biogenic weapon is represented in the form of the juvenile ex-Borg drone **Icheb**, who is rescued by the crew of **U.S.S. Voyager NCC-74656** from his irreparably damaged **Borg Cube** in 2376. Unknown to **Icheb** or the **Starfleet** crew, his assimilation was no accident – instead it was deliberately engineered by his **Brunali** parents, **Leucon** and **Yifay**. The **Brunali** live in constant fear of assimilation due to the close proximity of a **Borg transwarp conduit** to their planet, and deliberately present themselves as a 'low technology' society to prevent themselves appearing as an appealing target to the **Borg**. Secretly they use their advanced bioengineering skills to genetically adapt **Icheb** at the time of his birth, incorporating anti-Borg pathogens designed to lethally infect the collective. **Icheb** is raised with the sole intention of him being assimilated when sent in a Shuttlecraft that sends out false technological readings in order to attract the **Borg**. Once assimilated, his body spreads the pathogens to the entire collective. The **Brunali's** initial attempt is partially successful, but Captain **Janeway** intervenes on the second attempt in order to save **Icheb** from assimilation once again.



▲ **Dangerous discovery**
Seven of Nine discovers that Icheb is a biogenic weapon personified, created to infect the Borg collective.

◀ **Deadly cargo**
The Borg capture Icheb's shuttle and U.S.S. VOYAGER, unaware of the danger Icheb poses to their equilibrium.

Death for sale

By 2373, there are a wide range of biogenic weapons available for the right price, with weapons dealers such as **Hagath** and **Gaila** supplying **metagenic retroviruses**, **Varaxian LM-7**, and naturally occurring **prions** for the right price. **Prions** are subviral infectious agents that are the cause of several neurological diseases; Hagath sells them as weapons to his clientele.

The **Maquis** are also guilty of using biogenic weaponry. Former **Starfleet** commander and **Maquis** activist **Michael Eddington** uses **cobalt deselenide** – a biochemical substance that is a nerve agent deadly to **Cardassians** but harmless to many other humanoid life forms – in a revenge attack against a **Cardassian** colony. Created by combining **rhodium nitrites** and **selenium**, reformulating them, and synthesizing the resulting product, **cobalt deselenide** is so unstable that it requires refrigerated storage. It is deployed into the biosphere of **Veloz Prime** via three stratospheric torpedoes in a direct attack on the **Cardassian** colonies below. The **Maquis** renegade then poisons **Quatal Prime** in a similar manner before being stopped and apprehended by **Captain Benjamin Sisko**.

Future Starfleet Uniforms

Brief glimpses into unrealized future timelines have, on occasion, given Starfleet officers an idea of what they may be wearing in many years to come.

The various alternate futures that have been visited by **Starfleet** officers over the years have one thing in common. No matter what the scenario, or how differently history has played out in these strange worlds, Starfleet always remains recognizably Starfleet, not least in the uniforms and insignia worn by the future crews encountered in them. Remarkably, the uniforms worn in the future usually have more in common with those of the past from which the visitors come, than subsequent design changes indicate will actually be the case. It is as if the very act of traveling through time somehow creates a future in which much of what happened in between has been negated. For example, when the **Captain Jean-Luc Picard** of 2370 catches a glimpse of things to come in the anti-time future created by **Q**, the uniforms he sees are bright, primary-colored jumpsuits made of light materials – much like his own. When personnel from the **U.S.S. Voyager NCC-74656** encounter **Captain Braxton** and other 29th-century personnel from the **Federation Timeship U.S.S. Relativity NCV-474439-G** in the mid 2370's, they meet a crew clad in darker, heavier uniforms, more like those introduced during the **Dominion war** and

sported by most Starfleet officers in *Voyager's* present. What forces drive this strange phenomenon is unknown; it is simply another of the many unexplained factors of time travel.

Through the years

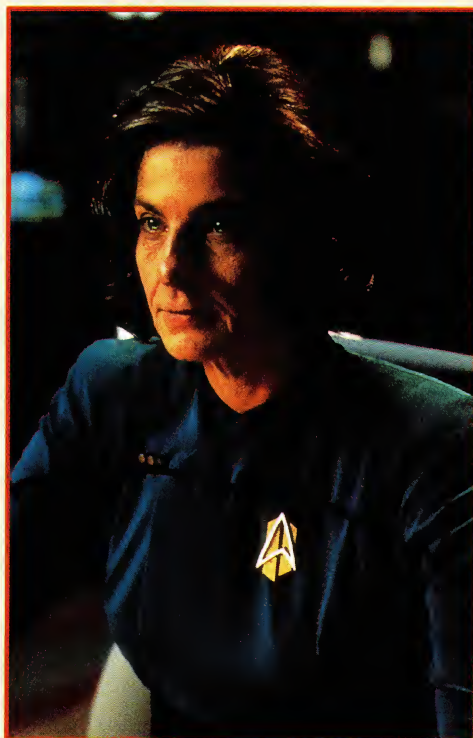
Sometimes numerous personnel, starting from different points in time, may visit what appears to be the same future and experience the same future developments. A perfect example of this is the alternate futures visited by **Captain Jean-Luc Picard** in 2370, and **Jake Sisko** in 2372. In both cases, the visitors from the 2370's encounter what would appear to be the same future version of Starfleet: the uniforms and insignia worn by the future officers is identical in both time periods. Picard encounters a future approximately 20 years ahead of his present; Sisko encounters a series of periods between his present and several decades hence.

The future uniforms encountered by Picard and Sisko ironically hark back to a brighter Starfleet than either man is used to in his present, comprising tight-fitting black trousers and a primary colored top. The late 24th-century duty division colors of red for command, blue for science and medical, and yellow for

The uniforms worn by Starfleet officers of the future come complete with a revised combadge. This unit still features the familiar delta logo.



operations and engineering appear to have been retained, although in an unexplained discrepancy the entire medical staff of the hospital ship **U.S.S. Pasteur NCC-58928**, commanded by **Captain Beverly Picard** in 2395, wear red uniforms. The jumpsuits appear to be one-piece items rather than comprising trousers and a separate tunic, and the bright, front-fastening top panel begins just above the natural waistline. A thin strand of black braiding across the chest and back at shoulder height serves partly as decoration,

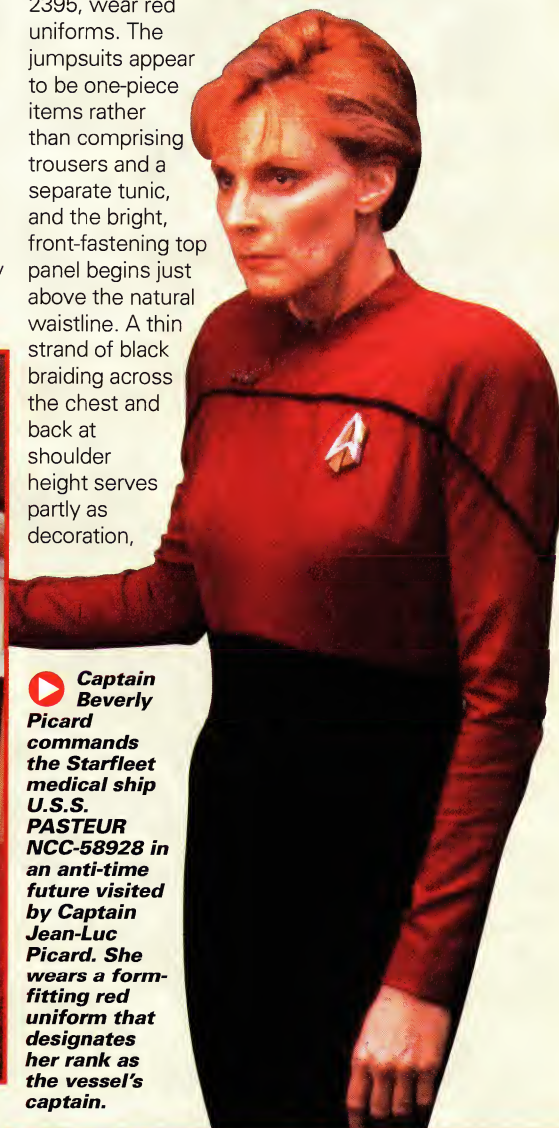


One of the main revisions to the future uniforms is moving the rank insignia pips from the collar to a position on the right breast.



The Starfleet uniforms worn by members of the admiralty in the future differ little from their contemporary counterparts, save for the new combadge.

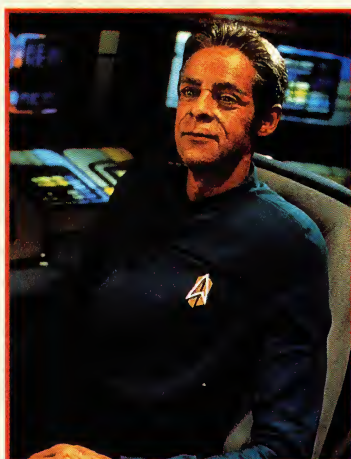
Captain Beverly Picard commands the Starfleet medical ship U.S.S. PASTEUR NCC-58928 in an anti-time future visited by Captain Jean-Luc Picard. She wears a form-fitting red uniform that designates her rank as the vessel's captain.



Future Starfleet Uniforms



▲ The uniforms of the anti-time 2395 return to the old Starfleet tradition of colored tunics and black trousers.



▲ Starfleet's future uniforms maintain the departmental color-coding that has been in use since the mid-24th century.

and partly as a line on which to position the rank pips. The late 20th-century system of small circular pips denoting ranks from ensign to captain appears still to be in operation. The Starfleet insignia, a silver delta over two vertical gold bars, is worn in the traditional position on the left breast. The badge would seem to continue to incorporate the personal communicator and tracking device facilities of earlier models, as it can be worn by civilians who are working alongside, or need to stay in communication with, Starfleet officers.

Little change

The uniform worn by Admiral William Riker in the alternate future appears to have changed little from those worn by flag officers throughout the 2360's and early 2370's; only the Starfleet insignia has been updated. This lag behind the fashions worn by the lower-ranking commissioned officers is often seen in realized timelines, and so does have precedent in Picard's present. Admiral Riker's outfit comprises a front-fastening long red tunic over black trousers and boots, with more elaborate braiding and decoration than is seen on the outfits of other officers.

It is unlikely that any of the uniforms seen in these alternate futures will ever now become standard issue for Starfleet

personnel. Recent fashion trends have abandoned the bright, primary colors in favor of more sombre tones in heavier, more padded materials – a response to the threat of war from both the Dominion and the **Borg** in recent years. Subsequent glimpses into the future have revealed that later generations of Starfleet personnel will be wearing a style of uniform that is correspondingly dark. Nevertheless, the future would appear to be highly mutable, and what does eventually become the chosen garb of Starfleet in years to come remains to be seen.

▼ William T. Riker's promotion in the anti-time future of 2395 means that he wears the tailored red uniform of a Starfleet admiral. These uniforms retain the placing of the rank insignia pips at the neck, and feature thick braids on each wrist. The uniform comes in two parts – a jacket, and separate trousers.



▲ A future incarnation of Jake Sisko wears civilian clothing. He does, however, wear one of the slightly revised combadges while he undertakes a mission to retrieve his father.



FERengi IN FASHION

False future

The problems of trying to second-guess the future can be illustrated by the uniforms worn by the future Nog, whom Jake Sisko encounters in several time periods during his attempts to save his father from an accident that occurred in 2372.

The future portrays Nog as a successful Starfleet cadet who eventually works his way up through the ranks to captain his own ship – a future that may very well come true. In the near future, Jake encounters Nog wearing a 2360's style Starfleet uniform with the rectangular-backed delta badge introduced in the 2370's. This combination was worn by some Starfleet officers during the transition from one uniform style to another – such as by some members of the crew of the *U.S.S. Enterprise NCC-1701-D* – but never by Nog before it was phased out. Later on in the vision, Nog and the crew of *Deep Space Nine* are depicted wearing the same future uniforms as the Starfleet crews encountered by Captain Picard in Q's anti-time future.



▲ Captain Nog of the *U.S.S. DEFIANT NX-74205* wears the same uniform as Captain Beverly Picard in one possible future timeline.

▶ In one possible future, Nog wears a Starfleet uniform of the late 2360's.

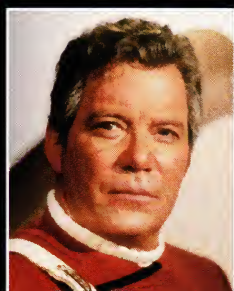




STAR TREK VI: THE UNDISCOVERED COUNTRY Index

Part 1 The destruction of the Klingon Empire's key energy production facility on the moon of Praxis results in the crew of the *U.S.S. Enterprise NCC-1701-A* being assigned one final mission — to safely guide Chancellor Gorkon of the Klingon High Council to peace talks with the United Federation of Planets on Earth.

PERSONNEL



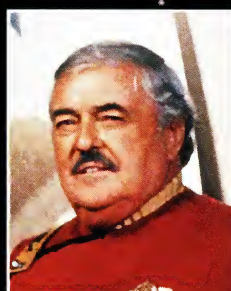
Captain Kirk
File 43 Card 3A



Captain Spock
File 43 Card 4



Dr. McCoy
File 43 Card 5



Cmdr. Scott
File 43 Card 6



Captain Sulu
File 43 Card 7B



Cmdr. Chekov
File 43 Card 8



Cmdr. Uhura
File 43 Card 9



Lt. Valeris
File 43 Card 23



Lt. Cmdr. Rand
File 43 Card 11



Admiral Cartwright
File 43 Card 107



Lt. Valtane
File 77 Card 1



Colonel West
File 77 Card 1

U.S.S. EXCELSIOR NCC-2000



**U.S.S. EXCELSIOR
NCC-2000**
File 31 Card 6

▲ The *U.S.S. EXCELSIOR NCC-2000* encounters a powerful energy wave created by the destruction of the Klingon moon Praxis.



FORE VIEW



AFT VIEW



STARBOARD VIEW



DORSAL VIEW

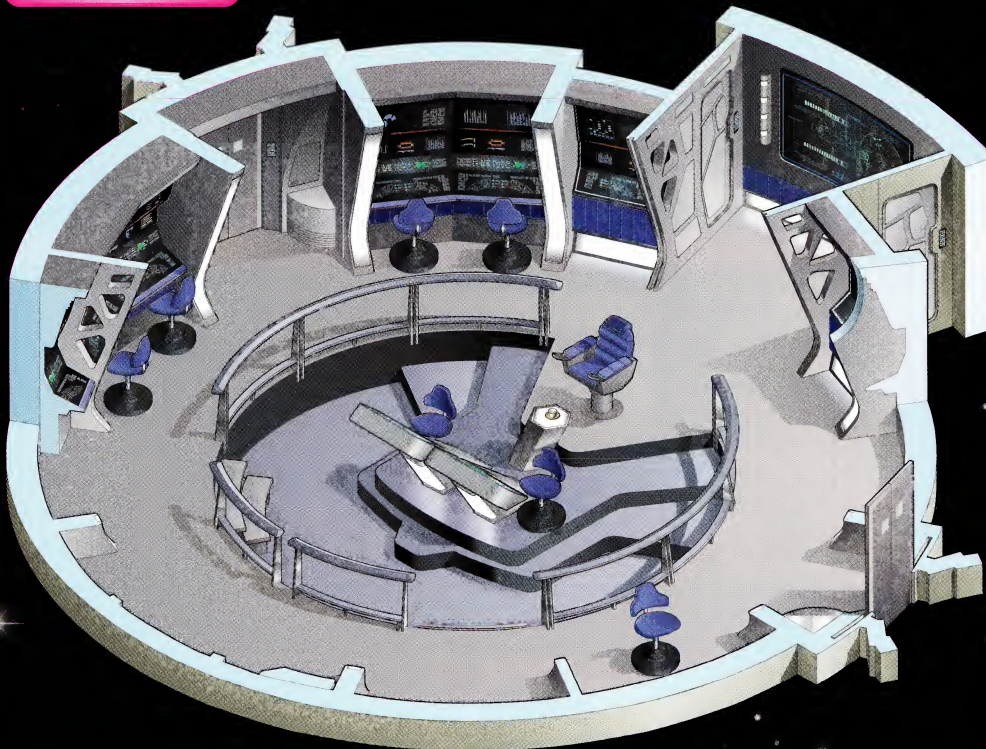
STAR TREK VI: THE UNDISCOVERED COUNTRY Index Part 1



U.S.S. EXCELSIOR NCC-2000: BRIDGE

EXCELSIOR:
Bridge
File 31 Card 6G

▲ The bridge of the U.S.S. EXCELSIOR NCC-2000 is styled like many other starships in service during the late 23rd century. Bright metal work and touch screen workstations dominate the command center.



AMBASSADORS



▲ The Federation President consults the Klingon, Romulan, and Vulcan ambassadors to the Federation prior to the rescheduled peace talks due to take place at Camp Khitomer.

Ambassadors
File 7 Card 1B

SPACEDOCK



▲ The U.S.S. ENTERPRISE NCC-1701-A and her legendary crew depart SPACEDOCK on one final mission in 2293.

Spacedock
File 32 Card 1

HAND PHASER



▲ Chekov aims a phaser at the Klingon ambassador after the crew of the U.S.S. ENTERPRISE NCC-1701-A beam down to Camp Khitomer.

▲ The latest version of Starfleet's hand phaser retains the pistol-like design that has been in use for many years. The weapon is constructed of a dark metal, and can fire a continuous beam of energy using several power settings.

Hand Phaser: 2287
File 60 Card 2G

PHOTON TORPEDO

Torpedoes: Photon and Quantum
File 60 Card 3



▲ The U.S.S. ENTERPRISE and the EXCELSIOR open fire on General Chang's prototype BIRD-OF-PREY.

▼ Captain Spock and Dr. McCoy modify a photon torpedo to detect the gaseous emissions of General Chang's cloaked BIRD-OF-PREY.



STAR TREK VI: THE UNDISCOVERED COUNTRY FILES

SECTION 1: GUIDE TO THE STAR TREK GALAXY

7 1B AMBASSADORS

SECTION 2: A GUIDE TO FEDERATION STARFLEET

31 6 U.S.S. EXCELSIOR NCC-2000

SECTION 3: PERSONNEL FILES

43 3A KIRK
43 4K SPOCK
43 5A MCCOY
43 6 SCOTTY
43 7C SULU
43 8 CHEKOV
43 9 UHURA
43 11 VALERIS
43 107 ADMIRAL CARTWRIGHT

SECTION 5: EQUIPMENT AND TECHNOLOGY

60 2G HAND PHASERS: 2287
60 3 TORPEDOES: PHOTON AND QUANTUM

SECTION 6: STARSHIP LOG

77 STAR TREK VI: THE UNDISCOVERED COUNTRY



L update

LIDAR

Acronym for Light Detection and Ranging, a type of radar employing laser pulses. **Lt. John Kelly** used LIDAR equipment aboard the 2032 **Ares IV** ship to define an approaching **Graviton Ellipse**. (*Starship Log*: 'One Small Step' [VOY]) **SEE FILES 33, 71**

LIDAR equipment was the most sophisticated form of scanning device carried aboard the ARES IV COMMAND MODULE when it was approached by the Graviton Ellipse in 2032.



Lakeside

One of two sports leagues on the time differential planet. **Red River** was one Lakeside team. The opposing league, which numbered the **U.S.S. Voyager NCC-74656**'s **EMH** among its supporters, was called **Mountain**. (*Starship Log*: 'Blink of an Eye' [VOY]) **SEE FILES 18, 71**

Lang, Crewman Timothy

Male assigned to the **U.S.S. Voyager NCC-74656** crew. Lang spent time with a malfunctioning alien warhead before the device was brought aboard ship in 2375. Lang was dead by 2377. (*Starship Log*: 'Warhead' [VOY]) **SEE FILES 29, 71**

Lansor

The first name of a **drone** from **Seven of Nine**'s original **unimatrix**. While a drone, Lansor's designation was **Two of Nine**, **Primary adjunct of unimatrix zero one**. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILES 15, 71**

Larhana Settlement

Photometric **Vori** village that was repeatedly overrun by photometric **Kradin** soldiers in order to inflame Vori soldier trainees who were unaware that the encampment was imaginary. **U.S.S. Voyager NCC-74656** crew member **Chakotay** visited Larhana Settlement in 2374. (*Starship Log*: 'Nemesis' [VOY]) **SEE FILES 18, 71**

Laura

Borg drone who was assimilated at **Wolf 359** while fighting with **Starfleet** forces in 2367. Nine years later Laura, with friends **Axum** and **Kovok**, participated in the **Unimatrix Zero** rebellion. (*Starship Log*: 'Unimatrix Zero' [VOY]) **SEE FILES 15, 71**

Layna

Actress who performed in **Kelis**'s company in roles including **B'Elanna Torres** and **Seven of Nine** in the **Voyager Eternals** plays. Layna believed Torres threatened her romance with Kelis. (*Starship Log*: 'Muse' [VOY]) **SEE FILE 71**



Commander Chakotay entered the Larhana Settlement in 2374. He quickly became attached to the inhabitants of the village, and was compelled to defend them when Kradin soldiers appeared to undertake a murderous invasion.

Leola Ointment

Salve using mashed **leola root** as the primary ingredient. **Neelix**'s application of this homespun medicine on his sunburn prompted a painful allergic reaction with swelling and discoloration. (*Starship Log*: 'Tsunkatse' [VOY]) **SEE FILES 43, 71**

Leonard

Name of **Dr. Lewis Zimmerman**'s holographic pet iguana. Leonard lived in Zimmerman's lab on **Jupiter Station**, and every few minutes repeated, in a strange low voice, three or four words spoken in his presence. (*Starship Log*: 'Life Line' [VOY]) **SEE FILES 32, 66, 71**

Leonidas, King

Spartan leader who defined heroism by preventing the advance of an enormous Persian army during the Battle of Thermopylae. **Dr. Julian Bashir** and **Ezri** joined Leonidas's forces in a holographic simulation. (*Starship Log*: 'What You Leave Behind' [DS9]) **SEE FILE 70**

Leosa

Dabo girl who worked for a **Ferengi**, **Nunk**. Leosa broke **Reginald Barclay**'s heart by feigning interest in him and his work in a greedy plot to acquire **Seven of Nine**'s **nanoprobes**. (*Starship Log*: 'Inside Man' [VOY]) **SEE FILE 71**

Lessing, Crewman Noah



One of the five **U.S.S. Equinox NCC-72381** survivors to join **U.S.S. Voyager NCC-74656** in 2376. Under **Captain Ransom**'s command Lessing betrayed **Voyager** and all **Starfleet** values. (*Starship Log*: 'Equinox' [VOY]) **SEE FILES 29, 31, 71**

Noah Lessing referred to Seven of Nine as his "angel of mercy" after she comforted him aboard the U.S.S. EQUINOX NCC-72381.

Leucon

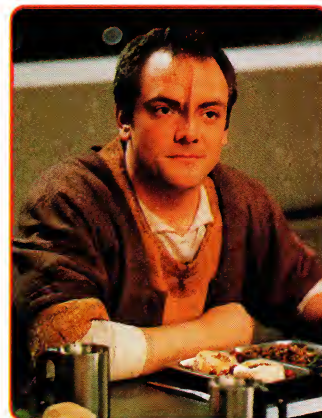
Brunali male who was **Icheb**'s father and **Yifay**'s husband. Leucon used his genetic re-sequencing expertise to give Icheb attributes deadly to the **Borg**, and twice sent the boy into their grasp. (*Starship Log*: 'Child's Play' [VOY]) **SEE FILES 18, 58, 71**

LIDAR

Lakeside
Lang, Crewman Timothy
Lansor
Larhana Settlement
Laura
Layna
Leola Ointment
Leonard
Leonidas, King
Leosa
Lessing, Crewman Noah
Leucon
leukocyte
Liam
library, Voyager's
lidestoline
light years
Light-bringer
Lincoln, Abraham
Little John
Little Mermaid, The
Lockheed Electra
Lohden
Loken
Lokirrim
Lonar
Lord High Sheriff of Nottingham
Luaran
Lyridian



Leonard was Dr. Lewis Zimmerman's holographic pet iguana. He was often to be found sitting on Dr. Zimmerman's desk.



Leucon was reluctant to return Icheb to the Borg, but his wife, Yifay, insisted that their son should be used to destroy the collective.



leukocyte

Infection-fighting blood cell in humanoids. **Enabran Tain** saved **Elim Garak's** life by helping **Dr. Julian Bashir** synthesize **Cardassian** leukocytes. Elevated leukocyte production also follows when **The Quickening** enters the final phase. (*Starship Log: 'The Wire' [DS9]*) **SEE FILE 70**

Liam

Fair Haven character aboard the **U.S.S. Voyager NCC-74656**. **Harry Kim** ruined Liam's standing as a four-county, undefeated for three years, arm wrestling champion. Liam was anxious for a re-match. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILE 71**

library, Voyager's

Reference to the massive literature storehouse from dozens of **Federation** cultures available to personnel on the **U.S.S. Voyager NCC-74656**. **Tuvok** traded a copy of *Voyager's* library for a **Sikaris Trajector**. (*Starship Log: 'Prime Factors' [VOY]*) **SEE FILES 29, 71**

lidestolinine

One of four components in the **nucleotide marking sequence** that gave **Dr. Julian Bashir** the key to eradicating the manufactured disease threatening **Odo** and the **Founders** in 2375. (*Starship Log: 'Extreme Measures' [DS9]*) **SEE FILE 71**

light years

One light year is the distance light travels after 365 Earth days of continuous movement at the rate of 186000 miles, or 300000 kilometers, per second. The distance between stars is usually described in terms of light years. (*Starship Log: 'The Naked Now' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]*) **SEE FILES 19, 69, 70, 71**

Light-bringer

SEE **Ground-shaker**

Lincoln, Abraham

Ancient leader from Earth and personal hero to **Captain James T. Kirk**. In 2269, an **Excalbian** created a replica of Abraham Lincoln to represent the concept of good, based on Kirk's thoughts. (*Starship Log: 'The Savage Curtain' [TOS]; 'A Matter of Time' [TNG]*) **SEE FILES 68, 69**



Little John

William Riker's role in a Robin Hood simulation crafted by **Q** in 2367. Little John was Robin Hood's first officer. (*Starship Log: 'Q-pid' [TNG]*) **SEE FILES 43, 69**

◀ **Commander William Riker was forced to assume the role of Little John to Captain Picard's Robin Hood in 2367.**

Little Mermaid, The

Story authored by Hans Christian Anderson in 1837 about a half-human, half fish female who exchanges her fins for legs to walk on dry land. In 2370 **Jadzia Dax** believed **Melora's** predicament analogous to this fable. (*Starship Log: 'Melora' [DS9]*) **SEE FILE 70**

Lockheed Electra

Manufacturer and model of aircraft used by Amelia Earhart in 1937, the year of her disappearance. The **Briori** took Earhart and her Lockheed Electra to the **Delta Quadrant**. (*Starship Log: 'The 37's' [VOY]*) **SEE FILE 71**

Lohden

Lokirrim man. Lohden's sister, **Jaryn**, was a medical worker on a warship, and believed Lohden and an **EMH**-inhabited **Seven of Nine** would be a good match. (*Starship Log: 'Body and Soul' [VOY]*) **SEE FILES 18, 71**

Loken

Kraylor engineer who developed a starship cloaking technology to defeat the **Annari** blockade of his homeworld. Loken tricked **U.S.S. Voyager NCC-74656** crew member **Harry Kim** into



smuggling the technology past the **Annari**. (*Starship Log: 'Nightingale' [VOY]*) **SEE FILE 71**

▶ **Loken coerced Ensign Harry Kim into ferrying a new cloaking technology to the Kraylor, thus giving them the advantage over the Annari who were blockading their world.**

Lokirrim

Warp capable **Delta Quadrant** species who were battling photonic insurgents in 2377, and pursued a zero tolerance policy for photonic technology in their space. **Harry Kim**, **Seven of Nine**, and the **EMH** were briefly their prisoners. (*Starship Log: 'Body and Soul' [VOY]*) **SEE FILES 18, 71**

Lonar

Cardassian teen who, in 2375, was the first to recognize that **Damar** was alive and well. Lonar called to his friends, who were all eager to join Damar's impromptu freedom rally. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILE 70**

Lord High Sheriff of Nottingham

Mythical persona enacted by **Q** during a Robin Hood simulation created to teach **Captain Picard** a lesson about romantic love. The Sheriff was not a sympathetic character. (*Starship Log: 'Q-pid' [TNG]*) **SEE FILE 69**

▶ **The inimitable Q cast himself as the dastardly Sheriff of Nottingham in his simulation of the adventures of Robin Hood. In this guise, Q kidnapped Vash and held her captive in Nottingham Castle, where they soon formed a bond.**



Luaran

Female **Vorta** working at **Ops** on a **Founder's** ship. At the end of the **Dominion war**, **Garak** gained access to Luaran's ship and killed her with a **plasma rifle**. (*Starship Log: 'Tacking into the Wind' [DS9]*) **SEE FILE 70**

Lyridian

Map-making **Delta Quadrant** civilization. Lyridian children keep **subspace mesomorphs** as pets. The 'think tank' helped locate a runaway pet in exchange for a **Lyridian transgalactic star chart**. (*Starship Log: 'Think Tank' [VOY]*) **SEE FILE 71**